HEROES III
OF MIGHT AND MAGIC®
THE BOARD GAME

ASTROLOGERS ANSWER

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Dear Erathians,

We hope that all is well with you and your armies. We would like to express our gratitude once again for your patience and involvement during the process of creating **"Heroes of Might & Magic: The Board Game."** Throughout the game's development and playtesting phases, we occasionally received questions—both from players and testers alike—that helped identify certain misunderstandings and mistakes in the game's rules. This is why we have decided to create this Astrologers Answer entry.

Below, you will find a list of questions that were most commonly raised during the development process. The feedback we gathered from the numerous playtests has allowed us to pinpoint the rules that may be a bit problematic in certain cases and the reasons for it. Please, rest assured that all the rules presented in the rulebooks are accurate, and while reading this document is not mandatory, it can help clarify any ambiguities that may arise in these situations.

Thank you for your continued support and understanding.

Sincerely,
Heroes of Might and Magic III: The Board Game Designers Team

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ASTROLOGERS ANSWER

GAME MECHANICS

Q: What is the rules' priority in the game?

A: The order of rules from the most important to the least important is as follows: cards in play, unit cards, town boards, Mission books, Rulebook. When you play a card, check the effects already in play (even the units' special abilities) to see if the existing effects do not interfere with the effect you intend to play.

Q: Do we get resources from the town production in the first round?

A: No, in the first round, you only get "starting resources" described in each scenario.

Player's Aid

Q: In what order do players take turns in alliance games?

A: During the Alliance game, you play in teams. Teams activate alternately until all players have taken their turn. When it is your team's turn and none of the players from the team has taken their turn that round, you can choose who goes first (i.e., each turn you can swap within a team).

Q: The scenario does not say where I place my or the enemy's model.

A: By default, they are placed in the Town on the Starting Tile.

Core Game Rulebook, page 9, 33

Q: When I enter a location, am I forced to resolve it?

A: Yes, you need to resolve the field, starting with the combat (if applicable).

Core Game Rulebook, page 19

Q: My Hero is on a field that had its resources renewed as a result of an event, or my Hero stayed on a Trading Post—do I need to spend another Movement Point to resolve it again?

A: Yes. If your Hero is on a field that you wish to use again, then you must spend a Movement Point, even though you do not need to move to resolve its effects again.

Core Game Rulebook, page 10

Q: How to gain a specific type of spell, for example, from the School of Air Magic?

A: Your Mage Guild is your main source of spells. When you do **Search (X)**, you can either pick a card from the discard pile or draw random X cards from the top of the Spell deck. If you are not interested in any of the spells, keep in mind that they can be used to increase another spell's power. There are also abilities, like Wisdom, that let you draw more cards or buy spell cards cheaper.

Q: Can I play cards during another player's turn?

A: Yes, but only during your Main Hero's Combat. Some scenarios will allow you to use cards when your Secondary Hero is in Combat, in which case you will also be able to play cards in your opponent's turn (still, only during Combat).

Core Game Rulebook, page 11

Q: Should I put the newly obtained card on my discard pile?

A: No, every card you gain is put into your hand.

Core Game Rulebook, page 13

Q: What happens if I flag a settlement that is already flagged?

A: You have to choose one of the listed bonuses, but you do not gain a bonus for the first flagging. You cannot flag a settlement that is already controlled by you or your ally.

Core Game Rulebook, page 19

Q: What is the difference between thin and thick lines on a tile?

A: The thin ones separate the fields on a tile—you can move between 2 fields if there is a thin line between them. The thick line blocks the path and your movement. You move through the thick line only if you play a card that allows you to do so or when a scenario rule says so.

Core Game Rulebook, page 18

Q: Is a field with the Grail renewable?

A: In a scenario with the Grail, there is only one such token. If there are 2 fields with the Grail, you can pick the token from either location, following scenario rules. Once the Grail token has been picked up, the remaining Grail location is treated as an empty field, although Combat must still be resolved upon entering.

Core Game Rulebook, page 23

Q: How do I discard Negative Morale?

A: The easiest way is by gaining Positive Morale from one of the following: Artifacts, Abilities, or map locations. When you gain Positive Morale while under the effect of Negative Morale, instead of taking the Positive Morale token, just discard the Negative Morale token. Remember, you can have only one Positive Morale token at a time. Also, the faction is unaffected by any morale effects.

Core Game Rulebook, page 10

Q: Magic Heroes seem more powerful at the start.

A: There is little difference between Magic and Might Heroes at the start. Magic Heroes may seem more powerful because they have more Spell cards, but they also have fewer cards that—unlike spells—can be played without any limits (like Attack or Defense). Additionally, spells usually require additional cards to increase their , which drains Magic Heroes' hand, leaving them with fewer cards to use on the Combat board.

Q: How do I use a Morale card that provides a +1 bonus to Attack, Defense, or Combat power during the next Combat?

A: This card must be played before Combat begins and works only for the first Attack or Defense you resolve. The third option refers to Combat power during the adventure mode. So, after you play the card, whatever comes first, you apply the +1 bonus from the card, and then you discard it. For example, when your units are the first to attack, you gain +1 attack, and discard the morale card. Similarly, if your enemy attacks your units first, you receive +1 defense.

HEROES

Q: When can I use the statistics listed on the Hero card?

A: These Statistics and the Starting Ability are only used to create your starting deck. You do not use them in any other situation during the game. The Specialty works a little differently—you need to find 3 Specialty cards related to your Hero and add 1 of them (the one marked with "I") to your deck. The remaining two cards are added to your deck when your Hero gains levels "IV" or "VI."

Core Game Rulebook, page 9

Q: Can I place 2 heroes on one tile?

A: Yes, you can have 2 Heroes on one tile, but not on the same field. Remember, every tile has 7 fields, but only 1 Hero can stay on 1 field. You can move through a field that contains another Hero—yours or allied—but you cannot end your movement on a field with another Hero. If you enter a field with an enemy hero, Combat begins.

Q: What if I gain a Treasure die with my Secondary Hero and I roll experience on it?

A: Secondary Heroes cannot gain experience, so this effect is ignored. If your Secondary Hero gains any cards or resources, take them as if they were gained by your Main Hero. You ignore the roll only if it shows .

Core Game Rulebook, page 11

Q: How exactly does Experience work?

A: Every time you gain with your Main Hero, move the cube on the Hero's level tracker to the next slot following the indicated path. For every 2 gained, your Hero gains 1 level.

Core Game Rulebook, page 32

Q: Do Specialty cards—like those of Josephine or Mutare—that do not refer to a specific unit work also on neutral ones?

A: Some Specialty cards do not refer to a single unit; for example, Mutare has cards that refer to "Dragons", which means that every unit with "Dragons" in its name qualifies for the doubled effect.

Q: Can I move the Secondary Hero if I have not used up all the movement of the main Hero?

A: Yes, you can split their actions freely, but remember to keep track of their MPs separately because the Main Hero has 3 MPs while the Secondary Hero has only 2.

Core Game Rulebook, page 11

Q: Can I have more than 3 ?

A: Yes, it is possible. You may gain additional from some card's effects, like Artifacts, for example.

TOWN

Q: Can I build a Mage Guild and use a Spell Book token to gain more spells during enemy turn when I'm about to be attacked?

A: Yes, you can build a Mage Guild in this situation, but you cannot use a Spell Book token to buy spells right after it is built because both actions are related to your Mage Guild and you can use one of them only once per round. You can still get the spell(s) that Mage Guild provides when it is built.

Core Game Rulebook, page 15

Q: When I control an enemy Faction Town, can I use its buildings?

A: If you capture another player's Faction Town, you cannot use its buildings unless the scenario says otherwise.

Core Game Rulebook, page 17

Q: How many units can I Reinforce or Recruit?

A: Once during each round, you can use the population token to **Recruit** a Secondary Hero or **Recruit** and **Reinforce** your units. If you decide to **Recruit** and **Reinforce** your units, you can perform both those actions any time you want, so long as you can pay the respective cost for each of the units.

Core Game Rulebook, page 26

Q: If City Hall gives me additional movement, can it be used by any Hero?

A: Yes, if you choose an extra , you need to decide which one of your available Heroes gets the additional 1 MP.

COMBAT

Q: Who chooses which targets are affected if a card calls for selecting more than one?

A: The one using the card. They can adjust its effect, creating the outcome that is the most favorable for them—as long as it does not violate the description on the card.

Q: Does the wording "up to" change anything in the card description?

A: The wording "up to" changes the meaning a bit; the phrase allows—not forces—the person using the card to select more targets. Take the Pack of Hydras' ability. Without that phrase, the Hydras would have to attack 2 targets.

Q: Does something like "friendly fire" exist in this game—for example, when a spell (Frost Ring, Inferno, Fireball, etc.) or unit ability (Liches, Gold Dragons, etc.) affects more than one target, but there are only friendly units adjacent to the target?

A: Yes, it exists. These abilities and spells need to be used very carefully or as a strategic gambit (if you decide that damaging your own troops is a price you are willing to pay).

Q: Can I play cards in the window after a Unit's Attack but before the Retaliation Attack?

A: Yes, if those cards have the icon.

Core Game Rulebook, page 30

Q: Can I Recruit units right before Combat against another player?

A: Yes, unless you have already used your population token, you may **Recruit** and **Reinforce** as many units as you can pay for.

Core Game Rulebook, page 10

Q: How do I know where to place Wall and Gate cards during siege?

A: On the centerline of the Combat Board, there is a shadow that indicates where these cards should be placed. The defending player (under Siege) can freely choose on which of these 4 spaces they place the gate card.

Q: Does the Secondary Hero do quick combat in the same way the Main Hero does?

A: Yes. Quick combat depends on your Hero level, and because Secondary Heroes do not gain any experience or levels, in such a case you need to refer to your Main Hero's level.

Core Game Rulebook, page 32

Q: Can a unit perform a Retaliation Attack after the Resurrection spell?

A: No, you need to cast the spell the very moment a unit's falls to zero. Should the unit flip from the Pack side to the Few side, the spell comes into effect before the unit retaliates, and because the original attack is negated, the attacked unit does not perform a Retaliation Attack.

Q: Do spells ignore Defense? Do I roll the Attack Die when I attack with them?

A: Spells ignore Defense. Their effects give the exact number of tokens to be placed on the target(s), not the strength of . Spells are not modified by Attack Dice because Attack Dice are rolled only when units attack.

Core Game Rulebook, page 26

Q: Does some units' ability to "Ignore Retaliation Attack" work on all attacks, or only on the first attack in a round?

A: All attacks the unit is about to perform.

Q: Can I use a First Aid Tent before an enemy unit Retaliates?

A: Yes, the limit is once per Combat round. Remember to use its effect before any type of attack is performed, otherwise your unit must survive the attack to be able to be healed.

Q: When I deal damage with a Spell card, does that remove the paralysis token from a unit?

A: Yes. If a unit with a paralysis token takes any damage (at least 1 damage dealt), the token is removed. Remember that you can use spells on your own unit to remove paralysis this way.

Core Game Rulebook, page 30

Q: Does Liches' special ability work against adjacent units?

A: Yes, this special ability works every time the Liches attack.

Q: Can I use cards with the instant symbol ( ) during enemy unit activation?

A: Yes, Instant cards can be played any time, but they must be played before the attack roll. Also, the Instant effect will work only during this attack.

Core Game Rulebook, page 31

Q: Can I take defense or move actions freely when controlling Neutral Units?

A: No, you are forced to perform an attack if there is a unit in range (if there is more than one valid target, you can freely choose your target and the path to it). If it is not possible to attack one of the units, you must move toward the closest unit to approach it as close as possible.

Core Game Rulebook, page 30

Q: Can I remove any type of obstacle with the Remove Obstacle spell?

A: This spell does not remove units. You can remove all types of other Obstacles, though, including Gates, Walls, and Fire Walls.

Q: Can any unit enter a field with an Effect Obstacle (e.g., created by a Fire Wall spell)?

A: Yes, unlike all other Obstacles, the Effect Obstacles, are created by the Fire Wall spell and do not prevent a unit from entering the field, as the card rules supersede the Rulebook.

Q: Does Earthquake work on all Obstacles?

A: No, it works only on the Gate and Wall Obstacles. Other Obstacles are not affected.

Q: Does "adjacent" also mean units positioned diagonally?

A: No, on the Combat board, only the units positioned in the "+" layout are considered to be adjacent. On the Battlefield board, however, any two spaces (and units occupying them) that share a border are considered to be adjacent.

Core Game Rulebook, page 30

Q: An enemy plays a Berserk spell on my unit. Who chooses the target for its attack?

A: If your unit is targeted by a Berserk spell, it is still you who chooses the target of the unit's attack, but you need to follow the card's effect. So, if your unit is affected by a Berserk spell that tells you to "attack the nearest unit" and there is more than one valid target for the attack, you can choose which target your unit will attack. Keep in mind that this forces you to attack the closest unit—even if it is one of your own.

Q: What happens after I lose a Combat with Neutral Units?

A: If you are defeated and lose all of your units, move your defeated Hero to a field with a Town or Settlement under your control and take your starting units for the current scenario.

Core Game Rulebook, page 26

Q: The Combat with Neutral Units has ended in a draw (neither side has lost all the units), does my Hero stay on the field where the Combat took place?

A: If all units perform their activation, no side is defeated, and you do not spend a Movement Point to extend Combat, your Hero retreats. Place their model on the field they have visited last, and take off all of your units

from the Combat board. Keep in mind that to attack the Neutral Army on that field again, your Hero will have to spend MP to enter the field again, and when they enter it, new Neutral Army units will be drawn.

Core Game Rulebook, page 32

Q: Does a unit card qualify as a "friendly unit" for the purpose of resolving its own effect?

A: No, "friendly unit" refers to any other unit that you control during combat.

Q: A unit with a Paralysis token is attacked, does that unit perform a Retaliation attack?

A: Yes, but only if it takes at least 1 , has not performed a Retaliation attack this round, and the attacker is adjacent to this unit. If the comes from a attack unit or a spell effect, or the like, you only remove the Paralysis token (to do so, the unit must still take at least 1).

Core Game Rulebook, page 30

Q: My secondary hero is attacked. Should I use all of my units in combat?

A: The maximum number of units on either side of the Combat board is 5. You do not have to use all of your available units, just pick as many as you like but no more than 5. Alternatively, you can always give up the combat and remove your Secondary Hero from the map (you can recruit a new Secondary Hero normally); this counts as a Combat victory for the enemy.

Core Game Rulebook, page 11, 26

Q: When do I discard the defense token?

A: When a unit takes a Defense token, it stays with the unit until its next activation. If you discard the token at the start of activation, you cannot take another defense token during that activation. When a unit with a Defense token is attacked, roll an Attack die—on a "+1" add 1 to that unit's defense. Remember, this roll is made after the enemy's attack roll.

Core Game Rulebook, page 30

Q: In the case of an initiative tie, do all the attacker's units with that initiative activate before the defender's units with the same initiative?

A: No. Units are activated in the decreasing order of their initiative (the highest initiative acts first). If more than one unit has the same initiative, then the first of them to activate is a unit controlled by the attacker; the remaining units with the same initiative activate alternately. In all initiative ties—not only in the first one—an attacker's unit is always the first to activate. The attacking player places all of their units on the Combat board first as well. Keep in mind, however, that these rules apply only if you play without the Battlefield expansion, which expands these rules.

Core Game Rulebook, page 31

Q: If my ranged unit is adjacent to an enemy unit, can I still attack any target with it?

A: No. In this case, a ranged unit can only either attack an adjacent unit or move. Keep in mind that there are cards like Teleport or Tactics that can help you when your units are pinned.

Core Game Rulebook, page 27

Q: A paralysis token was removed from my unit just before its activation, does it activate normally?

A: Yes, if a paralysis token is removed before a unit's activation, that unit acts normally.

Core Game Rulebook, page 30

UNITS

Q: My unit can attack twice, do I roll the Attack die twice?

A: Yes. Every attack is treated as separate. So, if your unit can perform a few attacks during a single activation, you can use your cards to boost any of them. But the Instant effects work only for 1 attack, the one that comes right after you play the card. Additionally, for every attack, you need to roll an Attack die. In the case of Retaliation Attacks, the situation is similar. You can play cards during these attacks as well.

Q: Do I discard cards affecting a unit when I flip it from the Pack side to the Few side?

A: No, they remain on the unit card for as long as the card remains on the board or as long as the effects last.

Q: When a unit's ability tells me to reroll a certain outcome on a die (like the Crusaders' ability), do I reroll it endlessly till it gives me a different result or does it affect only the first roll?

A: The Crusaders' ability says that you "may" (not have to) reroll, so you can choose to resolve a "0;" and if you do not want to, the ability lets you reroll every "0" you get.

Q: Does a unit's Passive effect work on the Map? For example, can I use the Pegasi unit's ability to lower the spell power of enemy spells outside of Combat?

A: No. The effects on unit cards only work during the combat phase. They do not work on the Map. Also,

keep in mind that a unit's ability can affect other units only if the ability explicitly says so. By default, a special ability works only for the unit that has it.

Q: Does a Dragon attacking 2 units suffer from both retaliation attacks?

A: Some of the Dragons can attack 2 units in a line. During the attack, both targets must be adjacent to each other and positioned in a straight line with the Dragon. In short, all 3 units must be in one straight line. After the attack, the dragon takes the Retaliation attack only from the adjacent unit.

Core Game Rulebook, page 30

Q: When I cast a Bless spell with an additional 1 Spell Power and my unit attacks a Zombies unit, do the Zombies gain an additional 1 Defense from their special ability?

A: No, the Zombies do not gain extra Defense. The Bless spell tells you to ignore the die result so whatever you roll, you do not resolve it; for the Zombies' special ability to work, you would have to resolve the Attack die.

Q: Does a Pack of Dragon Flies' special ability work only on the imminent Retaliation Attack, or for the rest of combat?

A: The penalty to applies only to the single Retaliation attack from the attacked unit.

Q: Mummies' special ability, how does it work?

A: This ability has 2 effects. One is resolved when the Mummies attack—after rolling the Attack die, do not add its result to the attack (you still need to make the roll, as it can trigger other effects that are affected by a die roll). The effect is resolved when the Mummies are attacked—the attacking unit's die is turned so that it shows the "-1" result.

Q: If a special ability says to "ignore an Ongoing effect," how does it work exactly?

A: Some units, like Titans or Gargoyles, can ignore effects. What it means exactly is that they cannot be affected by such effects and ignore all effects with this symbol. In other words, if a card with an effect is played on the Combat board or on that particular unit, that unit is not affected by it.

Q: Does Efreet's special ability cancel out the effects of Specialty cards?

A: No. Efreet's special ability works against Spell cards, so Specialty cards will work on them normally.

Q: How do Rashka's specialty cards or the Fire Shield spell work against attacking units?

A: First, the attacking unit resolves its attack and special ability; immediately after that, the attacking unit takes from the effect of the Fire Shield spell or Rashka's specialty—it all happens in a single step, which means that the attacking unit receives the even if the attacked unit is defeated. After that, the attacked unit may perform a retaliation attack (if applicable). If the effects of both the Fire Shield spell and Rashka's specialty are active on the attacked unit, both effects are resolved in the same step.

Q: Does every Wyverns' attack require placing a cube on the target?

A: Yes, every time a Wyverns unit performs an attack, a cube must be placed on the target. When a unit with the cube(s) activates, remove 1 of the cubes and deal 1 to that unit. If the unit skips its activation because of a spell or paralysis effect, the cube is not removed. These cubes count as an effect, so they can be removed with a Cure spell, for example. If you remove this effect, discard all cubes from the unit.

Q: When neutral Ghost Dragons attack, and the target must move away, who moves it?

A: The player who owns the targeted unit must move it 1 space away from the Ghost Dragons, if possible. The unit's chosen destination space must be empty and cannot be adjacent to the Ghost Dragons. If there are no empty spaces to move away, the unit stays where it was during the attack.

CARDS

Q: Should I put a card with an Ongoing effect near the Hero card to remember that it is in effect?

A: Yes. You should only discard the cards that expired or were used. For example, a card that affects a unit should be placed near that unit to remind you of that fact. Remember that an effect works only if the card is in play. When the card is discarded, the effect is gone. Still, you can always use a Knowledge card to return the discarded card to your hand.

Core Game Rulebook, page 13

Q: Some Specialty cards seem to work like spells, are they extra copies of a spell, are they affected by spell power, or do they count toward the spell limit? Are they affected by effects enhancing spells like the Schools of Magic?

A: No and no. Even though some Specialty cards mimic spells, and can use Power cards for stronger effects they are not spells. The spell limit is strictly tied only to one type of cards—Spells. At the same time, Specialty cards are also not affected by any beneficial or negative effects that only affect spells.

Core Game Rulebook, page 11

Q: When can I play Sandro's Specialty card or Vidomina's level IV Specialty card?

A: You can use them both on the Map and during Combat. Keep in mind, however, that it does not reset any effects or wounds that are placed on the unit. Also, Sandro can put 2 of these cards on the Skeletons.

Q: Can I play a "Dread Knights" specialty card on any unit, or must I choose a Dread Knights unit?

A: You can use this card for any unit you want. Every specialty card has its own name ("Dread Knights" is but an example), which only helps you collect cards specific to the chosen Hero. A card's name does not force you to play the card on that specific unit. In most cases, the card's effects are stronger if you play it on its namesake unit, though.

Q: Can I use Necromancy on units other than undead?

A: No, you cannot. By default, the Necropolis faction only controls their own units. Using other factions' units is only possible in some scenarios and via homerules. Additionally, some events and Diplomacy may allow you to recruit Neutral Units, but these units' cards do not have the "Pack" side, so they cannot be **Reinforced**.

Q: Does the Necromancy card's discount only apply to gold or to other resources as well?

A: Only the amount of gold is halved (and the amount is rounded down).

Q: How long will the Sorrow spell work if I use it before the enemy unit's Retaliation?

A: The Sorrow spell has an ↗ effect, so it will work instantaneously the moment it is played. If you play this card before the Retaliation attack, it will not work because that unit has already started its activation. In other words, the spell should be played on a unit that has not yet activated during that round.

Q: Can I use the Disrupting Ray spell to disable Black Dragons' special ability?

A: You can use it on the Neutral Unit. In the case of the faction units, it depends on whether it is a Few or a Pack. You cannot use this on the Pack of Black Dragons because their special ability tells you that they ignore all spell effects. But if the unit is on the "Few" side, you can use the spell on them, because their special ability only reduces the damage they take from spells. Keep in mind that if a special ability tells you to ignore spell effects, it works for both players! So if you have a Pack of Black Dragons in your army, your spells will also have no effect on them.

Q: Some cards, like Chain Lighting, can affect multiple units. Who chooses the target if more than one unit can be targeted?

A: In this and all similar situations, the player who plays the card chooses the targets. This is also true for units that can attack more than one unit.

Q: How many Schools of Magic does a Magic Arrow spell benefit from?

A: Magic Arrow belongs to all Schools of Magic, but it can gain the benefit of only 1 of the schools at a time. Also, Magic Arrow counts as a basic Spell card.

Fortress Mission Book, page 4

Q: How many permanent cards can I have, is it 1 for each Hero?

A: No, you can have only 1 permanent card at a time. To play another such card, you must discard the one that is already in use.

Rampart Mission Book, page 3

Q: Does discarding the card that I played count toward resolving the card's effect, telling me to discard a number of cards?

A: No. Once a card is played, you must resolve the effect—discard some cards, for example—before discarding the card. Check the order of actions on the card beforehand, as sometimes you need to draw cards first.

Q: What is the order of resolving Astrologers Proclaim cards and Event cards?

A: Both types of cards should be resolved simultaneously. If it is not possible, the Astrologers cards should be resolved according to the player turn order, starting with the first player, and the Event cards should be resolved in clockwise order, starting with the player who has drawn the event card.

Fortress Mission Book, page 3

Q: Can I use instant cards on the Map?

A: Yes, any card with an ↗ symbol can be played on the Map, but not all of them will give you a bonus. Some cards are related only to Combat, so using them

on the Map would be a waste. On the Map, it is best to use cards that give you resources, reduce the cost of **Recruiting**, or cards that let your hero perform additional movement.

Q: Can I use Instant cards, return them with knowledge and play again?

A: Yes, Instant spell cards can be returned and played again without a problem. Some exceptions come with ↻ spells, which are discarded when an effect expires or is used, so you cannot play 2 times the same effect from the ongoing card. Still, nothing stops you from playing 2 copies of the same ↻ card.

Q: When can I use a Learning Ability card?

A: This card can be used at the moment your Hero gains a level.

Q: Which units can I Recruit using a Diplomacy card?

A: To **Recruit** a unit, you need to pay its cost and have a specific type of Dwelling. The unit tier you can **Recruit** depends on the Dwelling. For example, if you only have Dwellings for ★, then you cannot **Recruit** units from tier other than ★.

Core Game Rulebook, page 28

Q: Can other factions gain a Necromancy card?

A: When factions other than Necropolis draw a Necromancy card, they have two options. The first one is to show this card to other players, put it on the Ability card discard pile, and draw another Ability card in its place. The second option is to add this card to the faction's Might & Magic deck. However, that faction will not be able to use it, as the cards with the ☠ icon can be only used by a Hero from the Necropolis faction.

Core Game Rulebook, page 13

Q: Can I use a Knowledge card to return a Specialty card to my hand?

A: No, a Specialty card cannot be returned to one's hand with Knowledge cards, as they work only for Spell cards.

Q: How many attacks do Hydras actually have?

A: During attack, you resolve a unit's special ability, which in the case of Hydras gives them the ability to attack up to 2 adjacent units. Each attack is separate and requires its own attack roll.

Q: How to recognize the rarity of different cards?

A: You can tell the rarity of artifacts by their cards' borders, and spells – by the number of symbols of the School of Magic in the corners (1 for Basic spells, 4 for Expert spells; except for Magic Arrow which has 4 different symbols because it belongs to four different schools).

Core Game Rulebook, page 14

Q: How many dice does the Mirth spell allow me to reroll?

A: It depends on the spell's power. With 0 , you can reroll each Attack die once, but only during the activation that you cast the spell. With 2 , you can reroll each Attack die once, but only during the Combat round that you cast the spell. With 4 , you can reroll each Attack die once until the end of this Combat.

SOLO MODE

Q: How much experience do I get after defeating an AI hero?

A: Anything you gain from fighting them – including the – is mentioned in the scenario. If the scenario does not say anything about that, you gain nothing.

Q: What does the "special status" mean on the AI cards?

A: It refers to harmful effects that can affect your unit – like paralysis.

Q: Where do I place the Attack and Defense AI cards, and for how long do their effects last?

A: These two cards are always placed on one of the Unit cards in the AI army. They are never placed on Unit cards in the player's army. A card that is placed on a Unit card remains there until its effect is used – treat the AI card as ↻ and discard it after its effect is resolved.

Q: When do I "lose a fight with an Enemy Army"? Does retreating or surrendering count as "losing" or do I lose only when my army is destroyed by the enemy army?

A: In the solo campaign, you cannot surrender as the AI heroes do not qualify as belonging to "an enemy player". You can still retreat from Combat with Neutral Units (other than Azure), but in the solo campaign, it will qualify as losing a fight with an Enemy Army. So, if the scenario says that you cannot lose any such fights, your option to retreat is blocked as well.

DIFFERENCES BETWEEN THE PC AND THE BOARD GAMES

Q: Do I need to return to my Town to recruit additional units?

A: No, you may recruit units from any place on the Map – even if it is not your turn – but you can do it only once per round. The populations are not limited. You do not have to wait a whole week for all dwellings to increase population, like in the PC Game.

Q: Can the Witch Hut location be visited multiple times like in the video game?

A: No, in this game, each Witch Hut can be visited only once per game.

Core Game Rulebook, page 19, 21

Q: Can I recruit more than 1 additional Hero?

A: No, you can recruit only one additional Hero, but now you do not need to go back to your Town to take units. They are available to your Heroes as soon as you **Recruit** them.

Core Game Rulebook, page 11

Q: Can I use the Positive Morale token to gain additional activation for my unit?

A: No, in this game Morale works a little differently, you may use the token to choose one of the actions listed in the Rulebook.

Core Game Rulebook, page 10

Q: Can I use the Resistance ability to stop a spell that the enemy cast on one of their units?

A: Yes, in this game, the Resistance ability can be used against any spell.

Q: If I target my Dwarves with a spell, do I need to roll a die for their special ability even though the unit is in MY army?

A: Yes, the Dwarves' special ability works on any spell or specialty played on them.

Q: Are there any spells, like Bless, that are unavailable to some factions, or can any faction use them on any unit?

A: No, only the use of the Necromancy ability is limited to a particular faction, all other effects can be used on any type of unit, provided that the relevant card's rules allow it.

Q: Does a Ranged unit lose its Ranged type if there is an enemy unit adjacent to it?

A: No, this unit is still affected by unit modifiers. In this case, you may only attack the adjacent unit or move (remember about the penalties!).

Core Game Rulebook, page 27

Q: How many Spell cards can I play?

A: As a rule, you can play one spell per Combat round, but unlike in the PC Game, some cards' effects (e.g., a Knowledge card played on level) can increase your spell limit.

Core Game Rulebook, page 14

Q: How often can I use the same artifact or any other card?

A: Every card can be used once before putting it on top of your discard pile. When you use or discard all cards from your current deck of Might & Magic, you will shuffle your discard pile to make your new M&M deck. You will be able to use that same card again when you draw it from your new deck. Luckily for you, there are many effects that can help you get your hands on that card again quicker (e.g., by letting you take it directly from your discard pile).

Core Game Rulebook, page 13

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